FEB 18 1965

SUPER ADVENTURES

ISSUE 2

25¢

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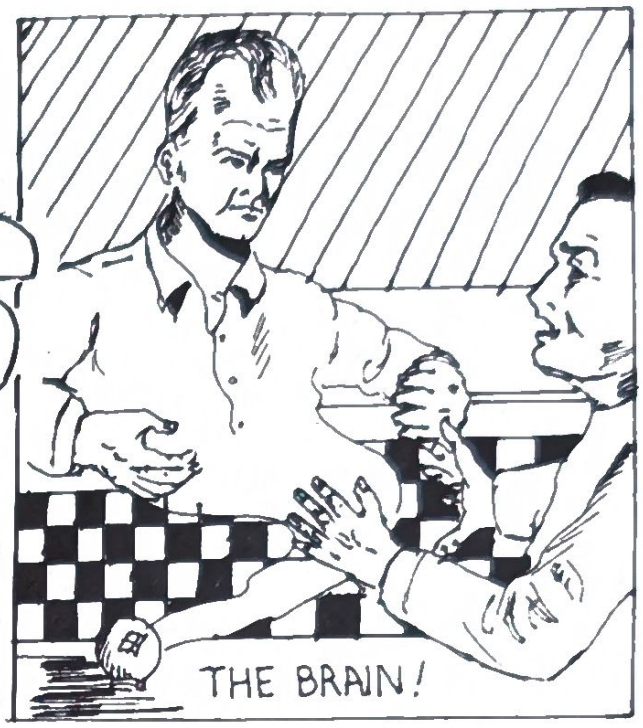

FEATURING THE COSMIC RAY

Marvin Wolfman

Super Adventures

SUPER ADVENTURES: PUBLISHER-Dave Herring, EDITOR- Marvin Wolfman, CONTRIBUTORS- Dave Herring, Steve Sabo, Alan Gold, Marvin Wolfman,
WE WOULD LIKE TO THANK THE FOLLOWING PEOPLE FOR ALLOWING US TO INTERVIEW THEM:
Leonard Darvin, Julius Schwartz, Bill Harris, Russ Jones

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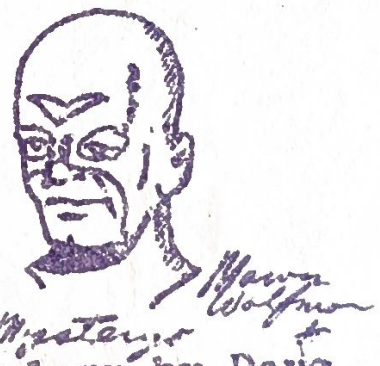
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SUPER ADVENTURES is published irregulary by Dave Herring at 164 Hartford Street, Natick Mass. 01762 Each issue 25¢. Editor Marvin Wolfman, 142-18 59 Ave, Flushing, N.Y. 11355. All contributions welcomed at your risk...we might use it to start a fire. Send everything to Marvin Wolfman. Nothing may be used from SUPER ADVENTURES without the consent of the publisher and Editor. ADVERTISING: full page $1.00. half page...60¢. Quarter page 35¢.

FEB 18 1965

Hello there. We at Super Adventures feel that issue two is really outstanding. First let us list this issues contributors. Dave Herring leads out with the third COSMIC RAY story. Follow CR as he tries to figure out: THE SECRET OF THE COSMIC RAYS. Next a science fiction story called THE DOOM FROM THE DEEP. Alan Gold does a great job illustrating it. NEXT WE Present the INCREDIBLE BRAIN in THE MENACE OF THE ABSORBSIDIZER. This is illoed by Steve Sabo. The funny thing about that set up is that Al Gold drew the first Brain story in Fighting Hero Comics #7. To round out the comic side our SA, we have...THE CURSE OF MEDUSA. This is by Ye Editor- Marvin Wolfman.

Next on our agenda is the autobiographies of all our contributors. - Not that it means much but it does take up space.

In our small but great fact section, we have interviews with the Comic Code, Julius Schwartz, Bill Harris and Russ Jones.

Also present is an editorial that promises to be quite controversial. It's called...WHAT'S WRONG WITH COMIC FANDOM.

A word about our next issue. Aside from The Cosmic Ray, we will have another Brain Story. Also two new heroes make a try for fame with The Star-- a completely new approach in super heroes. We can safely predict that he will cause much controversy . Never before has a super hero been done in this style. We hope you'll like it. One thing for sure, you'll let us know. The other character is not super powered, but he does have a somewhat different story line. He is detective Mike Ring. His stories are slanted to those who like science fiction.

In issue three, we will present our regular format. What do you readers want? We are trying to please all of you by giving different type of features. Do you want all Super heroes? Some science fiction? Horror? Down to Earth stories? Also, should we drop the fact section? Issue two will have an article on British comics written by our correspondant over seas. Do you want us to throw out the whole mag? Write all your comments To:Marvin Wolfman, 142-18 59 Avenue. Flushing, N.Y.

To order next issue you have a problem. If you also want to write a letter, send it to me. That's 25¢. If you just want to order the copy, send it to Dave Herring 164 Hartford Street Natick Mass 01762. If your not sure, mail it to Dave and ask him to send you letter here. If you're really confused, just buy THE FOOB or ODD.

These letters are samples of the many letters we received after S.A.#1

SUPER ADVENTURES was magnifico. Art, stories and format was A-OK. First of all, your litho cover was very decorative...you inked artwork is very fine!! Your first strip, The Origin of the Cosmic Ray was very uniquely done....a good scientific format. The diary of an Interplanetary Guardian was O.K., but I preferred the Cosmic Ray strip over it.

The interview with Dr. Skylar was very informative and a welcome sight to my eyes. That interview answered some questions about the Cosmic Ray that puzzled me.

THE COSMIC RAY VS. KOBAR had a good story while your artwork seemed to have slipped....what happened, that first CR strip had some of you excellant illustrating.

I have one more thing to say about SA#1. What seemed to be missing was a good stable article on a comic, comic company etc.... why not think of introducing this style of comic literature in future issues of S.A. I'm sure Steve, with his fine writing talent, can whip up a real fine article on an old comic or company.

Super Adventures is a top notch fanzine in my book....keep up the excellant illustrating...as for Steve, tell him to keep up the good work with the writing paper.

-Marty Arbunich

GLAD YOU LIKED SA. WE HOPE THAT YOU ALSO LIKE OUR NEW FORMAT.

Super Adventures.

This zine made me sad. I feel sorry that you put so much effort into a below-average zine. Most of the scientific rot got me lost at your third page. As for the action packed stories..it wasn't much. The cover was nice though.

Dave, you really do nice ink work. My only complaint about the art thru the ish, is that you made CR too thin! I doubt that even a lady could be that thin! Otherwise, the artwork was fine.

The interview article was stupid. I didn't get the whole concept in the first place! The whole thing was rather hazy. If I was going to interview a super hero I'd get some good questions. I think that the humorous ending was misleading. I thought that CR was a DR. of scienc or something like that, not a MD. doctor.

All in all it is an interesting addition to my collection. Now that I review it again. I take back the below average rating. I would call it fair to middling.

- Jay Kinney.

SO WHAT'S WRONG WITH AN MD DR. THEIR HARD TO FIND NOWADAYS. WE'RE SORRY YOU DIDN'T LIKE SA #1, BUT HOPE THAT THIS ISSUE IS MORE YOU LIKING. AS FOR CR BEING THIN, SO WOULD YOU IF WHENEVER YOU GOT NEAR FOOD YOUR DESTRUCTIVE BEAM DESTROYED IT.

-BD.

Super Adventures is truly a great zine-I've seen a friends copy of #1, and can say that it's much better than MOST ama hero first issues.

- Jeff Gelb

Two out of three isn't bad for a (oops...)RATING FOR AN ISSUE. GLAD YOU LIKED IT JEFF. WE THINK THAT THIS ISSUE IS REALLY GREAT. AS ALWAYS, YOU READERS DECIDE IF WERE RIGHT OR WRONG. SEND YOUR COMMENTS TO:

SUPER ADVENTURES
MARVIN WOLFMAN
142-18 59 Avenue.
Flushing, N.Y. 11355.

HERE'S A LIST OF SOME TOP ZINES R.B.-CC. YOU KNOW THE ADDRESS : ODD: A VERY FUNNY SATIRE MAG. IT FEATURES THE GREAT WORK OF DAVE HERRING AND OTHERS. 15¢ to Dave Herring. -Con't next page.

Some more top zines.
Fantasy Illustrated. This is an almost pro zine. It features some great art. Photo offset-litho. 50¢ and worth it to: Bill Spicer. 418-H W. Stocker Street, Glendale Calif.
The Foob. This is a really off beat zine. Edit ed and done by Super Adventure's editor- Marvin Wolfman. It features some of the craziest characters in comic history. 25¢(30 Plat) Send to: The Foob. Marvin Wolfman 142-16 59 Avenue, Flushing, N.Y.
Condor Comics. This is another ama hero zine. Issue four have the work of Jim Smith, and Dave Herring of Odd and Super Adventures. Dave does a satire on the Shadow. Number five has the work of Jim with the Skeleton, also ye editor with OPERATION PEACE MAKER. Send to Jim Smith. 10816 Thornview Dr. Cincinnati, Ohio 45241.
WELP! THAT'S THAT. NOW GO ON AND READ OUR STORIES. GO. COME ON...

To help you get aquainted with our characters, we are enclosing this outline of their origins and powers.
COSMIC RAY: When trying to show a newcosmic rsdiation weapon, Dr. Edward Skylar was laughed at by his colleagues. When they left, Skylar tired it use it himself. Just then, something happened and the rays of the weapon spread out in all directions. They hit Skylar and sent him reeling. When he recovered, he found that the rays had energerizedhis eyes. He was able to disintergrate anything. He found that he could fly with the aid of a repulsive beam. He could stop time around an object. He decided to keep this weapon a secret andadopted the identity of Cosmic Ray. His first mission was to fight Kobar. You'll meet Kobar again next issue.
MYSTERYO: When a criminal from the future placed a cyton bomb in the past, Bob Richards (its creator) was sent for. It was found out that the criminal was from Alter 1- a planet that was unfriendly with Earth. Bob used a time machine to go into the past. But the machine had one flaw- it could only go one way. Because of the Van Allen belt descending in the year2096, it was found that the absense of this radiation would make drastic changes in Richards body. When he landed in 1963, he found that he could control the elements-fire, air, water and minerals at a distance of 25 feet. He lives with his ancestor a famous detective.
Gladiator: Was a cartoonist- Gordon Bell. He had created a super hero, Gladiator. Gordon was also a member of the United States Olympic team. To prove that Gladiator was a good character, he doned a costume. The first story was rather a pasody with the crooks name-Oleg Von Strictmeyer. It was not seriously done and quite poor. For Super Adventures, weee playing it straight.
THE BRAIN When trying to destroy MYSTERYO, Arthurs was caught in a ray that changed his personality and gave him his super powers. He is perhaps the only hero who is serving time in jail.

THE COSMIC RAY IN The Secret of the COSMIC RAYS

WHAT HAS HAPPENED TO THE COSMIC RAY SINCE WE SAW HIM LAST? LET US GO BACK IN TIME A FEW WEEKS...

GLADIATOR, WE'VE GOT TO STOP THE COSMIC RAY'S DESTRUCTIVE BEAM!

BUT HOW? YOU CAN'T GET WITHIN FIVE FEET OF HIM WITH OUT DISINTEGRATING!

SOMEBODY HELP ME- PLEASE STOP THESE RAYS HELP ME!

STORY BY MARVIN WOLFMAN
ART BY DAVE HERRING

WHERE WE FIND THE COSMIC RAY HEADING TOWARDS A BANK.

THIS BANK WAS ROBBED AN HOUR AGO. THE POLICE CALLED ME IN TO FIND SOME CLUES.

V SAVINGS BANK

ENTERING THE BANK, THE COSMIC RAY FINDS...

MYSTERYO, WHAT ARE YOU DOING HERE? I HEARD THAT JACKSON CITY WAS YOUR STAMPING GROUNDS!

I WAS VISITING RAYMOND ARTHURS, YOU KNOW, THE BRAIN!

YES, I KNOW ABOUT THE BRAIN. YOU'VE LET HIS ARREST BECOME A PERSONAL THING WITH YOU, HAVEN'T YOU?

IT'S THAT HE SHOULD HAVE BEEN RELEASED. HE HAS COMPLETELY REFORMED HIS PAST. ANYWAY, I HEARD ABOUT THIS ROBBERY AND DECIDED TO SEE IF I COULD DO ANYTHING.

MYSTERYO! LOOK AT THIS

WHAT IS IT?

WHAT DO YOU MAKE OF THIS?

GOOD GRIEF! IT'S AN ACID FROM THE 58th. CENTURY!

WHAT DO YOU MEAN 58TH. CENTURY?

JUST LET IT STAND THAT I KNOW THAT THIS ACID CAN EAT THROUGH ANYTHING WITHIN THREE SECONDS!

I CAN'T LET ANYONE KNOW THAT I'M REALLY FROM THE FUTURE AND STRANDED IN THIS ERA.

IF THAT'S TRUE, WE'LL HAVE A TOUGH TIME CATCHING THOSE CROOKS!

TOUGHER THAN YOU THINK. IF THIS IS FROM THE 58TH. CENTURY, THEN THE CROOKS MUST ALSO HAVE OTHER FUTURISTIC WEAPONS.

LEAVING THE BANK, THE TWO HEROS HEAD SKYWARD ...

I HAVE A HUNCH YOU'RE HOLDING SOMETHING BACK FROM ME, HOWEVER, I WON'T PRESS YOU!

THANKS BUT WE BETTER FIGURE OUT WHAT TO DO WITH THE THIEVES. DO YOU MIND IF I MEET YOU IN ONE HOUR AT POLICE HEADQUARTERS?

SURE, BUT...???

I'M GOING BACK TO THE ISLAND THAT MY TIME MACHINE APPEARED ON. IF THEY COME FROM MY ERA, THEY WILL HAVE TO APPEAR THERE. BECAUSE OF THE ROTATION OF THE EARTH, THEY WILL HAVE HAD TO APPEAR THERE.

MM

A TIME MACHINE! THAT MEANS THEY ARE STILL THERE.

NO ONE IN THIS TIME WILL EVER CATCH US

YEAH, WITH OUR WEAPONS, NOBODY COULD EVEN TRY TO STOP US.

DON'T BE TOO SURE OF THAT! BEFORE YOU CAN MOVE, I'LL PLACE AN AIR POCKET AROUND YOU!

WHO ARE YOU?

NEVER MIND WHO I AM. HOW DID YOU GET HERE? CAN YOU RETURN TO THE FUTURE?

HEY! WAIT A MINUTE GARGON, HE'S RICHARDS, THE GOV'T SCIENTIST WHO CAME TO THIS ERA TO PREVENT A CYTON EXPLOSION.

WELL LISTEN TO THIS. A YEAR AFTER YOU LEFT, THE EARTH HAD A CYTON WAR WITH ALTER 1. WE LEFT BEFORE IT GOT TOO BAD. BY NOW THEY MUST HAVE BLOWN EACH OTHER TO BITS!

WE MANAGED TO STEAL THIS TIME MACHINE- WHICH WAS DESIGNED TO SAVE YOU-AND ESCAPE BEFORE THE ANNIHILATION. WE CAME BACK TO THIS TIME!

WHAT POWERS DO YOU POSESS?

I CAN CHANGE MY SHAPE WHILE HE HAS TELEPATHIC POWERS. BUT YOUR POWERS WON'T HELP YOU- YOU SEE, WE CAN JUST AS EASILY DESTROY YOU! HA! HA! HA!

IF I ONLY HAD SOME CLUE AS TO WHERE THEY WENT!

WHILE MYSTERYO IS TRYING TO FIGURE OUT THE PUZZEL, LET US RETURN TO THE COSMIC RAY AT POLICE HEADQUARTERS..

MYSTERYO IS DEFINITELY HIDING SOMETHING. I WISH I COULD FIND OUT WHAT IT IS. HMM.. HE SHOULD BE HERE BY NOW, BUT WHERE IS HE?

WANTED

THERE HE IS BUT WHO'S WITH HIM?

COSMIC RAY, COME ON. I'VE DISCOVERED SOMETHING.

WHO'S YOUR FRIEND?

DON'T ASK QUESTIONS - JUST COME.

WHERE ARE WE HEADED FOR?

I TOLD YOU TO SHUT UP-- NOW COME ON.

LOOK, YOU DON'T OWN ME BEFORE I GO ANY FURTHER, I WANT TO KNOW WHAT'S GOING ON.

ANTON, I GUESS YOU'LL HAVE TO TELL HIM.

ANTON, GET HIM ON THE COUCH!

YOU HEARD THE MAN, GET!

I DIDN'T WANT TO DO THIS BUT YOU'RE NOT GOING TO STOP US. I'M USING MY TELEPATHIC POWERS TO FORCE YOU TO COME WITH US. STRUGGLING WON'T HELP YOU- YOU'RE IN MY POWER.

MEANWHILE THE REAL MYSTERYO EXPLORES THE TIMESHIP...

BLAST IT! EVEN IF I COULD GO BACK INTO MY TIME I'D BE ALONE. EARTH DESTRO

2000

1900

NO, I REFUSE TO BELIEVE IT. THOSE CROOKS WERE LYING. THEY-THEY COULDN'T BE TELLING THE TRUTH. PLEASE LORD, DON'T LET IT BE TRUE.

IT CAN'T BE TRUE- BUT IT IS. THERE WOULD BE NO PURPOSE FOR THEM TO LIE. IT'S RESOLV THEN. I HAVE TO STAY IN THIS TIME. I SWEAR ON THE FUTUR EARTH THAT I'LL DO MY BEST TO PREVENT ANTAGONISM BETWEEN MANKIND OF THIS ERA I SWEAR IT!

LET US TAKE LEAVE OF MYSTERYO AND RETURN TO THE COSMIC RAY...

I'LL CHANGE BACK NOW. WHEN THE COSMIC RAY AWAKENS HE'LL BE IN FOR QUITE A SHOCK.

YEAH, AND WHEN HIS FRIENDS FIND OUT WHAT HAPPENED, IT'LL JUST KILL THEM. KILL THEM- GET IT? HA! HA! HA!

AFTER THE TWO LE THE COSMIC RAY STIRS...

UHH... WHERE AM I?

WHAT'RE THESE GOGGLES FOR? I'LL TAKE THEM OFF.

MY DESTRUCTIVE BEAM, I CAN'T STOP IT!

WHAT DID THOSE FIENDS DO? I CAN'T STOP... I CAN'T STOP!

K-POW

LET US SWITCH SCENES TO POLICE HEADQUARTERS WHERE MYSTERYO WENT NOT KNOWING WHAT HAS HAPPENED...

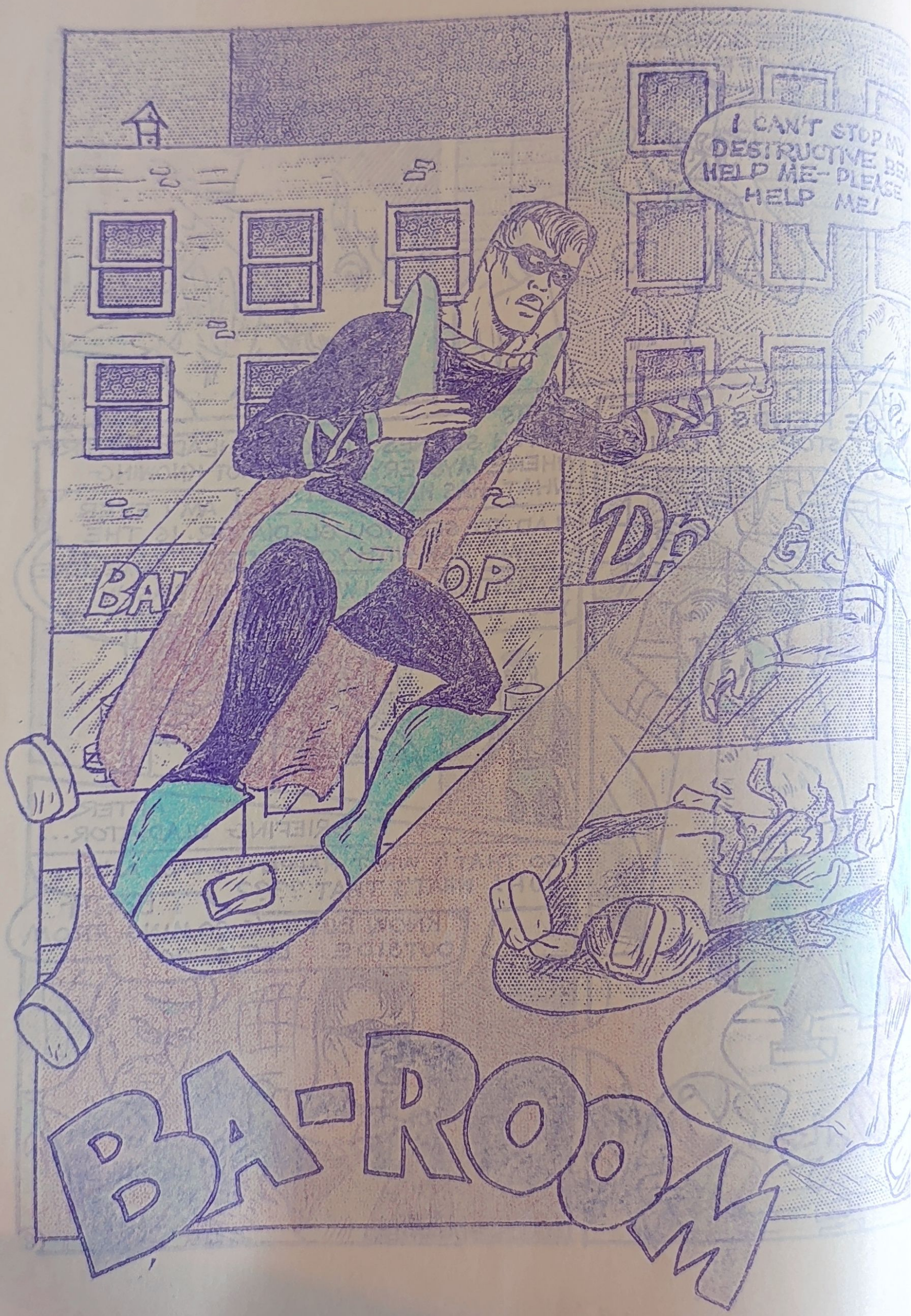
AM I EVER GLAD TO SEE YOU GLADIATOR. IS THE COSMIC RAY WITH YOU?

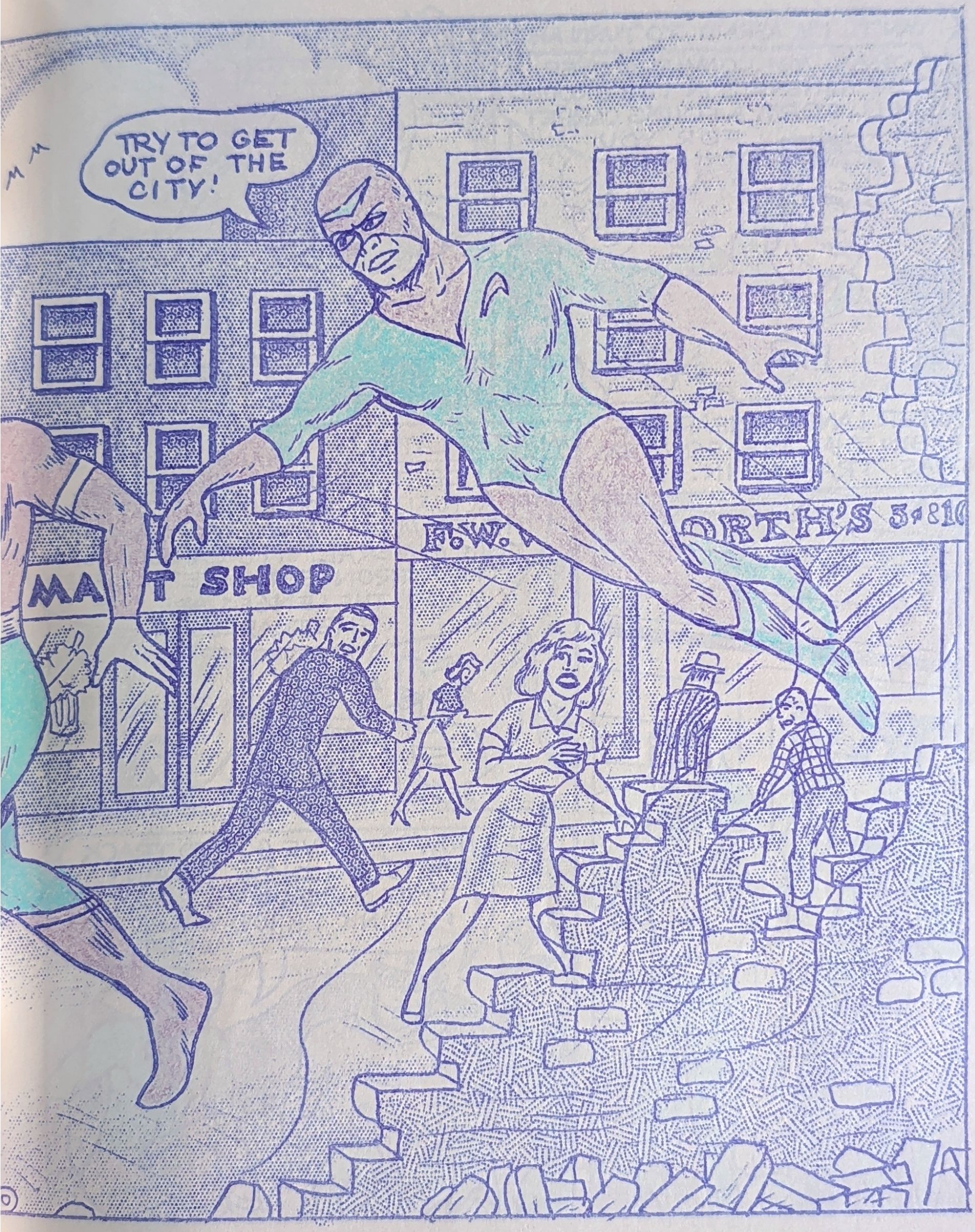
NO! I CAME HERE TO VISIT HIM AND I WAS TOLD HE WAS WITH YOU. WHAT'S UP?

AFTER BRIEFING GLADIATOR...

SO THAT'S WHAT HAPPENED LAST AND... HUH! WHAT'S THAT ????

I DON'T KNOW BUT IT'S COMING FROM OUTSIDE. LET'S GO!


I CAN'T STOP MY
DESTRUCTIVE BE
HELP ME- PLEASE
HELP ME!
BA
OP
D
BA-ROOM


TRY TO GET OUT OF THE CITY!
MA T SHOP
F.W.
ORTH'S

I CAN'T. I'M AFRAID TO TURN AROUND.

OKAY. MY COMMAND OVER THE MINERALS IN THE GROUND WILL FORM A FLYING CARPET FOR YOU.

WHAT HAPPENED?

AFTER LANDING NEAR THE CABIN THAT THE COSMIC RAY WAS TRAPPED IN...

MINUTES LATER...

YOU ONLY THOUGHT YOU DESTROYED THE GLASSES. IN ACTUALITY, YOU JUST DESTROYED THE FRAMES. I MADE SOME OUT OF THIS MINERAL. IT'S CARBONIUM, THE STRONGEST MATERIAL EVER MADE. THE LENSES ARE IMPENETRABLE.

WHAT NOW?

WE'VE GOT TO TRACK DOWN THOSE VILLAINS. THAT SHOULDN'T BE TOO HARD. I THINK I KNOW WHERE THEY WENT.

THIS TIME WE ALL GO. YOU'LL HAVE TO FLY BOTH OF US THOUGH.

I SHOULD KNOW WHEN I'M BEATEN COME ON.

A HALF HOUR LATER WE FIND OUR HEROS...

WHAT ISLAND IS THIS?

THIS IS WHERE THOSE FUTURE VILLAINS CAME FROM.

FUTURE VILLAINS...NOW THINGS ARE BEGINNING TO COME CLEAR.

THEY'RE IN THERE. LET'S GO.

BUT THE TWO VILLAINS HAVE OTHER IDEAS...

THE FOOLS! THEY THINK THAT THEY COULD SNEAK UPON US. I'LL USE THE LASER ON THEM.

GO AHEAD.

SCATTER! - A LASER BEAM!

UH!

THUD

IT'S NEAR GLADIATOR... I'VE GOT TO DESTROY THAT THING,

K-BOOM

WHEW! IF I EVER NEEDED SOMEONE... HEY! THE DESTRUCTIVE BEAM! ... IT'S NOT COMING OUT.

EVIDENTALLY I USED UP SO MUCH ENERGY DESTROYING THEIR SHIP THAT MY EXCESS POWER USED ITSELF UP.

YOU'VE STILL GOT YOUR REGULAR POWERS.

YES... BUT WHERE'S MYSTERYO?

I SALVAGED THIS. IT'S ANTON'S JET BELT. GLADIATOR, YOU CAN KEEP IT.

NOW YOU'LL BE ABLE TO FLY.

SO WHAT ARE WE WAITING FOR. C'MON.

14

SO ENDS A NEW COSMIC RAY STORY. MORE THRILLS AND ACTION NEXT ISH. MEANWHILE TELL US HOW YOU LIKED THIS STORY. WRITE SUPER ADVENTURES C/O MARVIN WOLFMAN... 142-18 59 AVE. FLUSHING, N.Y. 11355

DOOM from the DEEP

The blue-nose dolphin has been called 'one of the most intelligent animals inhabiting the earth." Several years ago, scientists found that they communicated by sounds. Experiments have been conducted to understand the language of the dolphin. One succeeds in:

Follow-our-instructions-or-earth-is-doomed!

STORY BY MARVIN WOLFMAN

ART BY ALAN GOLD

ALGOLD

Two miles off the coast of the Virgin Islands, marine biologist Frei Garner and his wife Gloria "met" a dolphin ...

GOT HIM! Now I can start my experiments!

After the blue-nosed dolphin is safely placed in a tank of water ...

The dolphin has a definite intelligence. When a barrier was put in front of a school of dolphin, one went out to explore it ...

"He reported back to the rest. After that, all the dolphin went through the barrier without harm. When one swam back, recordings were taken. There were definite speech patterns."

Tests made slowing dolphin speech down didn't work. I'm going to try!

Jetting back to the States

Then, one day ...

At-last,-Garner-we-communicate.-Follow-instruct-ions-or-earth-doomed!

What? How do you know my name?

"Blue-nose-dolphin-not-of-earth.-Many-years-ago-on-planet-Uranus-was-species-like-us.-Million years-ago-came-to-earth-to-save-from-destruction ... "

"Some-ancestors-evolved-into-Java-man;-became homo-sapiens ... "

"But-listen--In-seven-years-sun-will-nova-and-earth-will-be-incinerated ... "

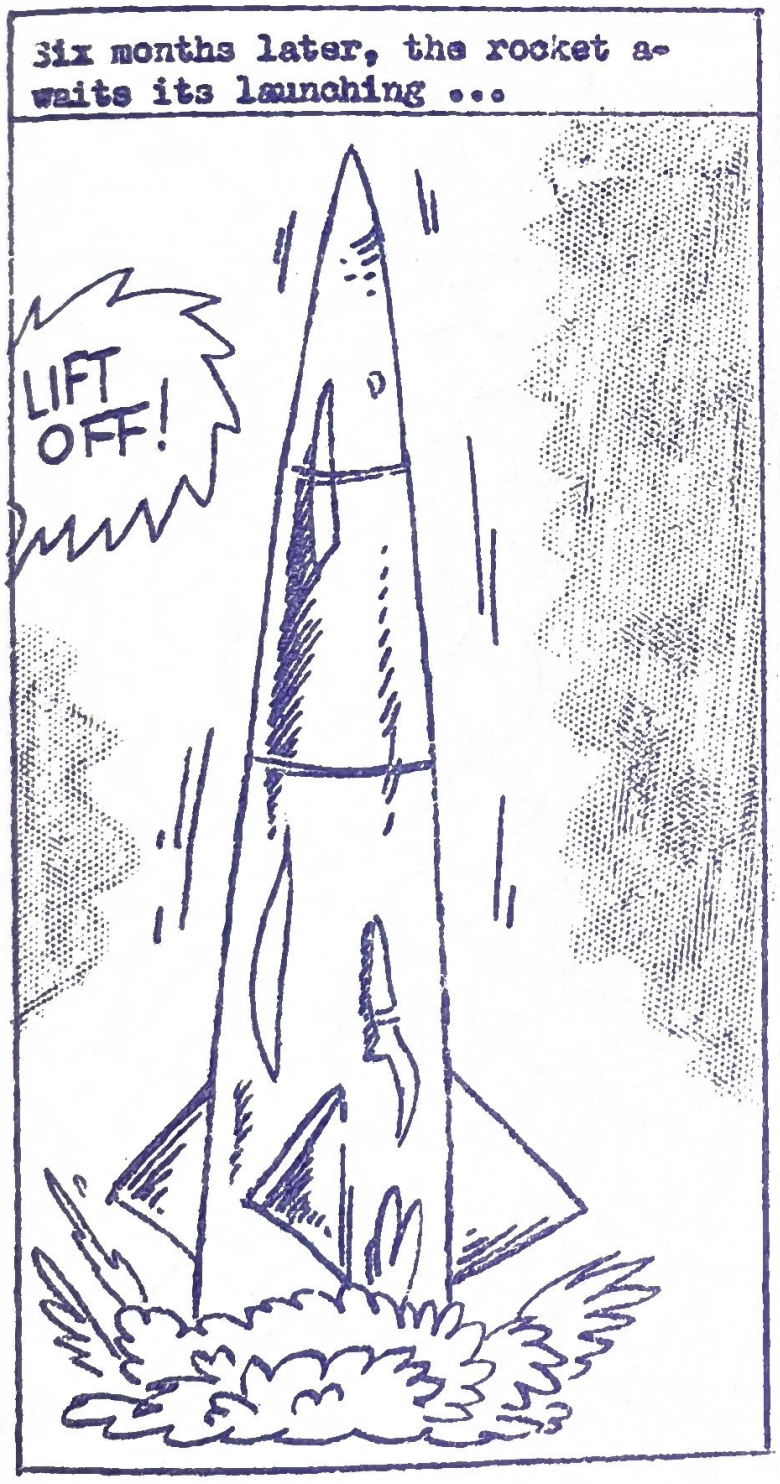
"Have-tried-to-contact-you.-Your-scientists-realised-we-intelligent.

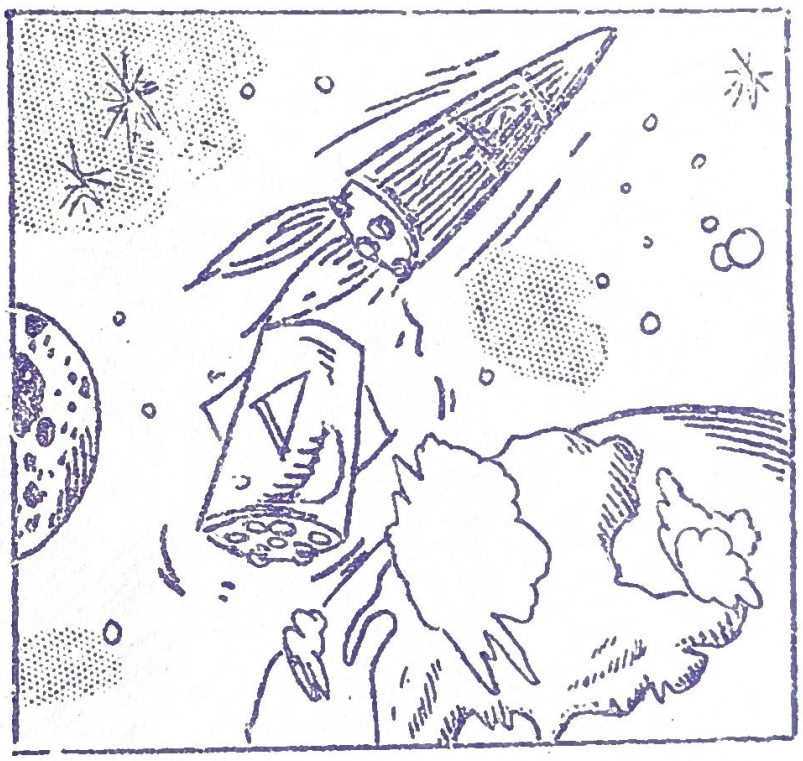
How can we save earth?

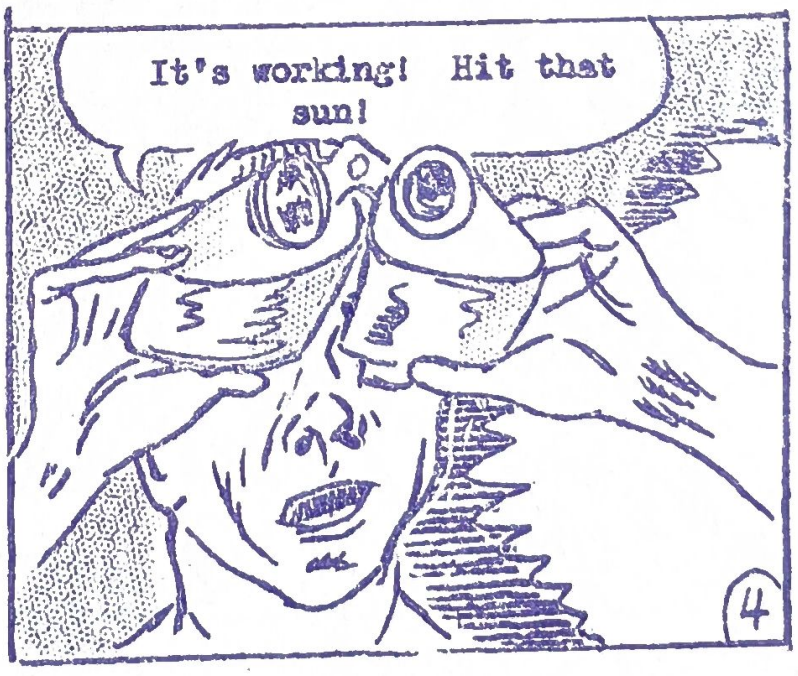
We-who-remained-in-sea-have-found-solution.-Get-top-rocket-men-here-shall-tell-them-what-to-do.

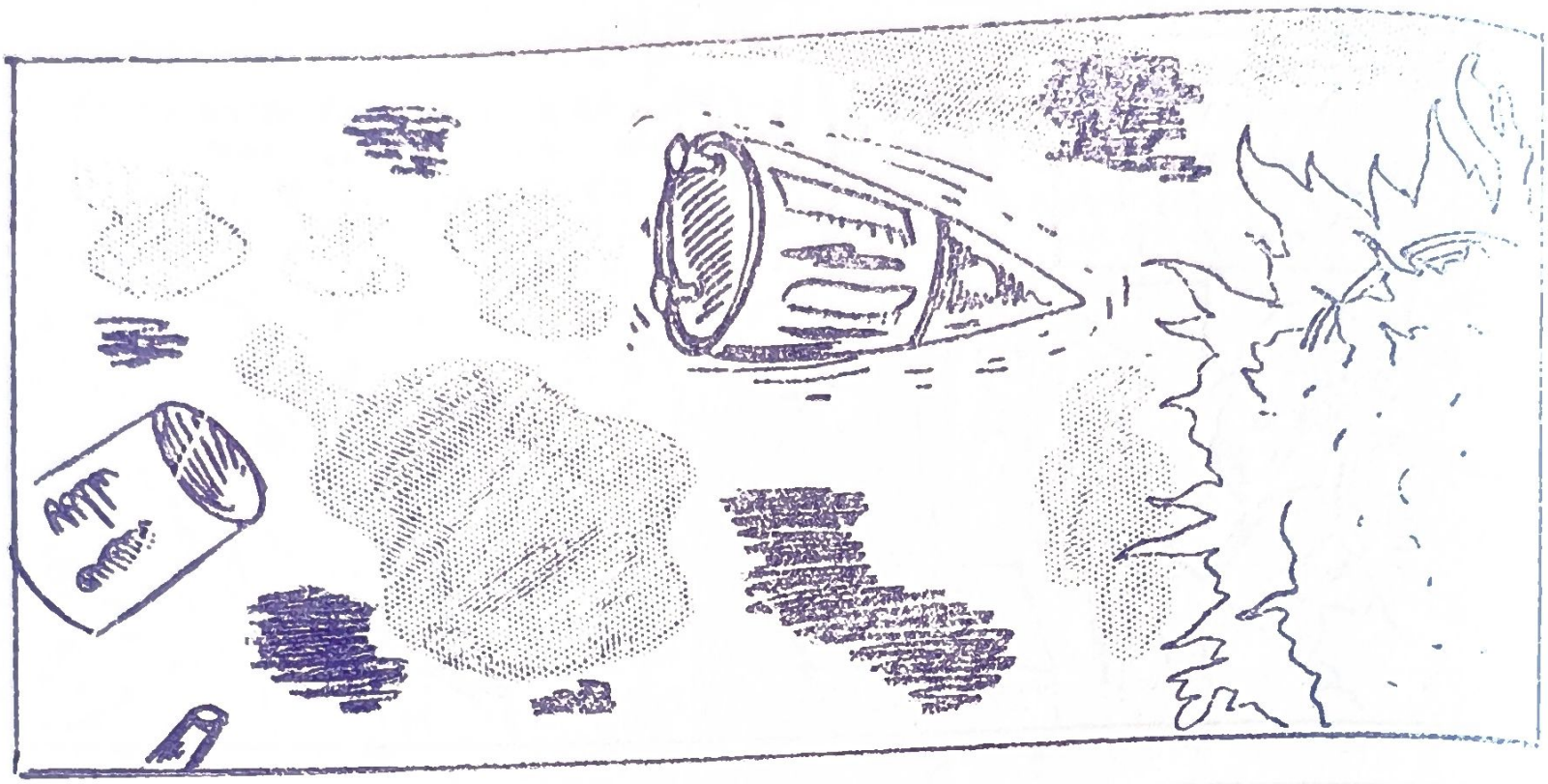
3

SUN
... So, you see, we must do as Kona, the dolphin, says. You're our top missile experts; Kona will help you make the rocket and fuel for the project!


Six months later, the rocket awaits its launching ...
LIFT OFF!




It's working! Hit that sun!
4



Job-finished.-My-work-completed.-Please-transport-me-back-to-sea.
Kana, what will your people do?
Go-back-touranus.-No-need-to-thank.-Nova-would-have-destroyed-our-planet-also.
You-have-the-potential-to-become-a-very-intelligent-race.
In the future, whenever I look at a porpoise, I'll always remember Kana.
Well, that's it for this issue's S-F story. Write Super Adventures and tell us whether or not you liked it.
6

The Incredible BRAIN

THANKS, HOWEVER DON'T BE TOO OPTIMISTI
PEOPLE DON'T TEND TO BELIEVE SUCH
STORIES AS EMOTIONIZERS CHANGING ORI
VALUES OF RIGHT AND WRONG. ANY-WAY, I HOPE YOUR RIGHT.

RAY, I'M SURE THE JURY WILL RELEASE YOU, ESPECIALLY SINCE YOUR NOT CAPABLE OF EVIL ANYMORE.

IN FIGHTING HERO COMICS #7, WE SHOWED THE BRAIN TRYING TO LURE MYSTERYO TO HIS DEATH. IN THEIR STRUGGLE, RAYMOND ARTHURS (The BRAIN) EMOTIONIZER CHANGES HIM FROM EVIL TO GOOD. AT THE SAME TIME, ARTHURS BRAIN STARTED TO GROW. HE FOUND THAT HE HAD MANY POWERS IN WHICH HE COULD AID HUMANITY. HOWEVER, HE FIRST HAD TO GO TO TRIAL FOR THE CRIMES HE COMMITTED BEFORE BECOMING The Incredible BRAIN. LET US NOW RETURN TO THE PRESENT AS WE FOLLOW THE BRAIN IN....

The Menace of the ABSORBSIDIZER

STORY by MARVIN WOLFMAN
ART BY STEVE SAB

THE MOST PUBLICIZED TRIAL IN HISTORY BEGAN. IT TOOK FOUR WEEKS. WE COME IN AS THE DEFENDING ATTORNEY ENDS HIS CLOSING REMARKS.

... AND SO IN CLOSING, WE CONTEND THAT RAYMOND ARTHURS HAS UNDERGONE A CHARACTER TRANSFORMATION DUE TO HIS EMOTIONIZER. WITH HIS POWERS HE COULD HAVE ESCAPED ANY TIME HE WANTED TO-BUT HE DIDN'T.

I THINK THIS SHOWS HIS NEWFOUND RESPECT FOR THE LAW.

NOW THE PROSECUTOR BEGINS HIS STATEMENT.

PEOPLE OF THE JURY, DO YOU REALLY BELIEVE THAT RAYMOND ARTHURS HAS CHANGED? CAN A LEOPARD REALLY CHANGE HIS SPOTS? THIS EMOTIONIZER THING, NOW REALLY, THEY SAID THAT IT WAS DESTROYED; DO YOU THINK THAT IT COULD HAVE EXISTED?

I HAVE GREAT REGARD FOR MYSTERYO AND HIS TESTIMONY OF ARTHURS WAS QUITE GOOD, BUT I BELIEVE THAT MYSTERYO WAS DUPED.

WITH HIS POWERS ARTHURS COULD HAVE HYPNOTIZED MYSTERYO INTO THIS BELIEF. OUR DOCTORS EXAMINED ARTHURS AND FOUND HIS BODY JUST THE SAME AS IT WAS BEFORE ARTHURS RELEASE FROM PRISON LAST YEAR. THERE WAS NO CHANGE IN HIS BEHAVIOR PATTERN.

ARTHURS HAS COMMITTED ROBBERIES, AND HAS DESTROYED MILLIONS OF DOLLARS WORTH OF PROPERTY. HE IS NO LESS EVIL TODAY THAN HE EVER WAS. I ASK THAT HE BE SENTENCED TO LIFE IMPRISONMENT WITHOUT PAROLE.

THE JURY WILL NOW DELIBERATE AND REPORT THEIR VERDICT WHEN FINISHED.

1

SEVERAL HOURS LATER...

WE THE JURY FIND THE DEFENDENT-GUILTY AS CHARGED. WE RECOMMEND LIFE IMPRISONMENT WITH OPTION OF PAROLE. SO SAY WE ALL.

WAIT A MINUTE. I DEMAND AN APPEAL.

CALM DOWN MYSTERYO THE JURY GAVE ITS VERDICT AND IT STANDS. WE MUST LEARN TO LIVE WITH IT.

SEVERAL DAYS LATER...

THE LAW LEGION AND I HAVE TO GO TO ASIA TO STOP THE NEW UPRISING, BUT WHEN I GET BACK, YOU CAN BE SURE THAT I'LL GET AN APPEAL FOR YOU.

THANK YOU FOR TRYING. GOOD LUCK.

MYSTERYO WILL BE WASTING HIS TIME WITH ME. MY ONLY HOPE IS THAT I CAN STILL AID HUMANITY FROM THIS JAIL CELL.

eh? WHAT'S THAT?

FLASH! THE AIR FORCE HAS ANNOUNCED THAT IT HAS JUST SIGHTED A U.F.O. HEADING TOWARDS FLUSHING MEADOW PARK IN NEW YORK. THEY REQUEST THE PRESENCE OF EITHER MISTERYO, COSMIC RAY, GLADIATOR OR THE STAR.

THE LEGION IS AWAY, BUT THIS IS IMPORTANT. THE RADIO SAID THAT A CAPTAIN DENNING WAS THERE—I'LL TUNE IN ON HIM.

MEN THE CRAFT IS LANDING NEAR THE LAKE. FIVE OF YOU TAKE THE REAR. THE REST GO TO THE FRONT.

WE FEEL THAT WHATEVER IS IN IT IS EVIL. IF IT WOULD HAVE GOOD INTENTIONS, IT ANSWERED OUR SIGNAL

I MUST GO THERE... BUT FIRST I'VE GOT TO CHANGE THAT TREE INTO MY SHAPE.

READY MEN.

THAT THING IS ABSORBING THE SOLDIER. I HAVE TO ANALYZE IT. FIRST I'LL STOP TIME IN THIS AREA FOR FIVE MINUTES.

THAT THING... ITS ABSORBING EDWARDS GET IT..... KILL IT!

MY POWERS ARE BEING ABSORBED BY THAT THI... I'LL TRANSPORT IT AND MYSELF TO A FIGHTING GROUNDS WHERE I CA... HANDLE IT WITHOUT INTERFERENCE

SCANT SECONDS LATER THEY MATERIALIZE IN THE SAHARA DESERT. IT'S TRYING TO ABSORB ME BUT IT CAN'T. I'LL TRANSPORT MYSELF BEHIND IT.

MOMENTS LATER.... I HAVE TO SEE WHAT MAKES IT TICK. THESE RAYS WILL CONVERT HIS ATOMS INTO A FLUID STATE.

GOOD GRIEF! IT IS A ROBOT!

SINCE IT WAS A ROBOT, I CAN EASILY SHIFT MY ATTACK AND DESTROY IT. NOW I MUST FIND THE INVENTOR. OBVIOUSLY IT CAME FROM EARTH.

WHAM!

BACK IN THE UNITED STATES...

THE ROBOT WAS MADE WITH THE CHEMICAL FABRIGENFARUS. IT'S VERY RARE SO IT WAS EASY FOR ME TO FIND OUT WHO ORDERED IT. THERE WERE SIX ORDERS AND ONLY FIVE WERE OF REPUTABLE CONCERNS.

CUSHING CHEMICAL SUPPLY HOUSE

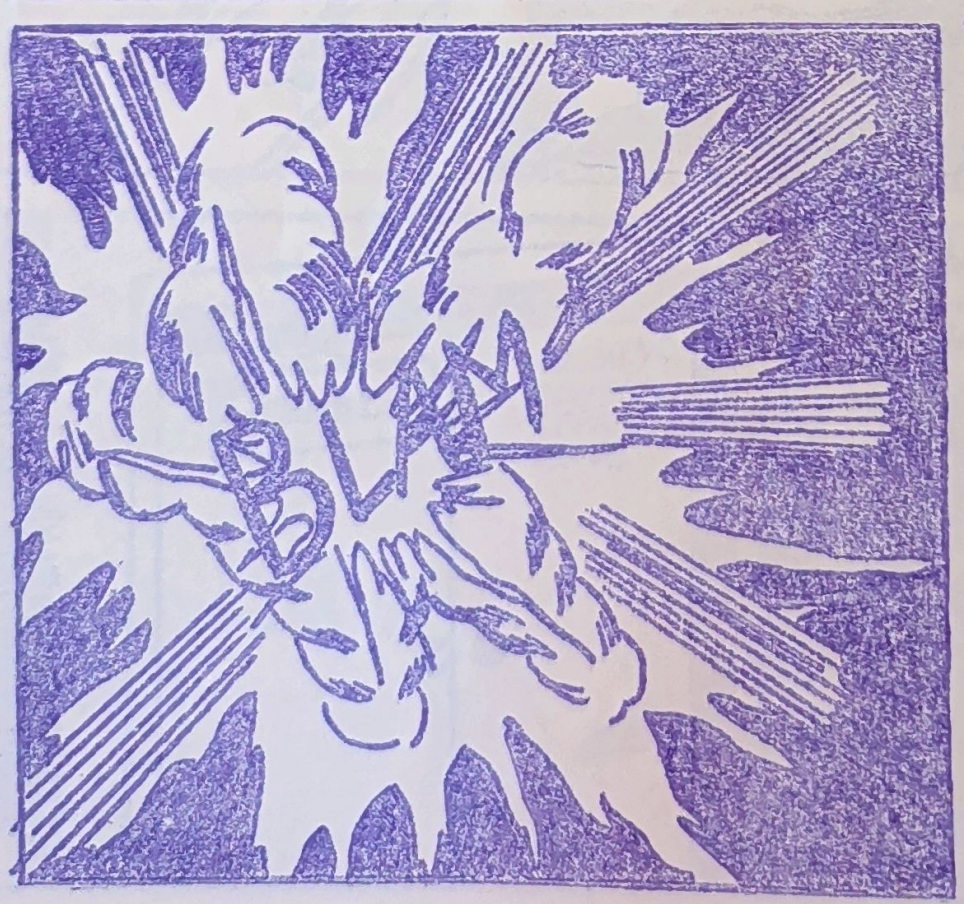
CLOSED

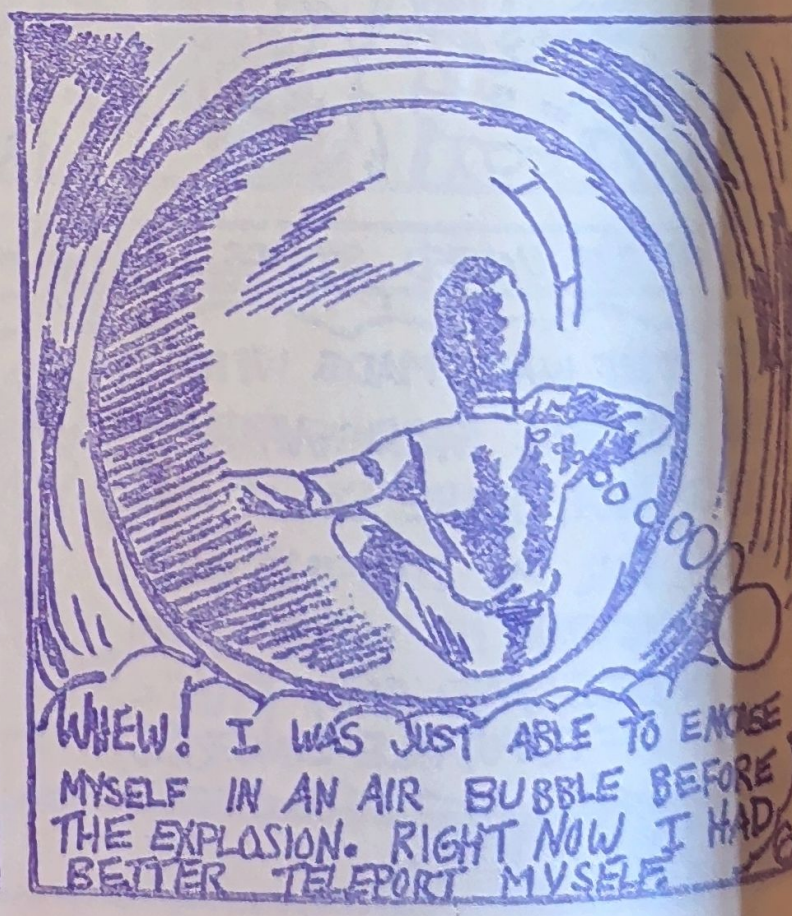
5

THE ADDRESS FOR DELIVERING THE CHEMICAL WAS THIS ONE.

HE'S DEAD, BUT WHATS THAT NOTE?

EH???
CLICK


BLAM


WHEW! I WAS JUST ABLE TO ENCASE MYSELF IN AN AIR BUBBLE BEFORE THE EXPLOSION. RIGHT NOW I HAD BETTER TELEPORT MYSELF.

I'VE WON. WHOEVER IT WAS THAT DESTROYED MY ABSORBSIDIZER WAS DESTROYED WHEN HE TOUCHED THAT NOTE. I HAD TO GET EVEN.

SO YOU'RE THE CREATOR OF THAT EVIL!

WHAT????

YOU'RE DEAD!!

I'VE CALLED THE POLICE, THEY'LL BE HERE SOON. NOW I HAVE TO GO.

BACK IN HIS JAIL CELL...

I REALIZED THAT IT WOULD TAKE AN ELECTRONICS EXPERT TO MAKE THE ABSORBSIDIZER WORK. I ALSO REALIZED THAT SUCH AN EXPERT WOULD ALSO HAVE A SIGNAL DEVISE TO TELL HIM THAT THE EXPLOSIVES WENT OFF.

WHEN I TELEPORTED MYSELF, I WAS CONVERTING MY ATOMS INTO ELECTRICAL IMPULSES. I ALLOWED MY IMPULSES TO COMBINE WITH THE SIGNALS IMPULSES AND BROUGHT MYSELF TO HIS LAB.

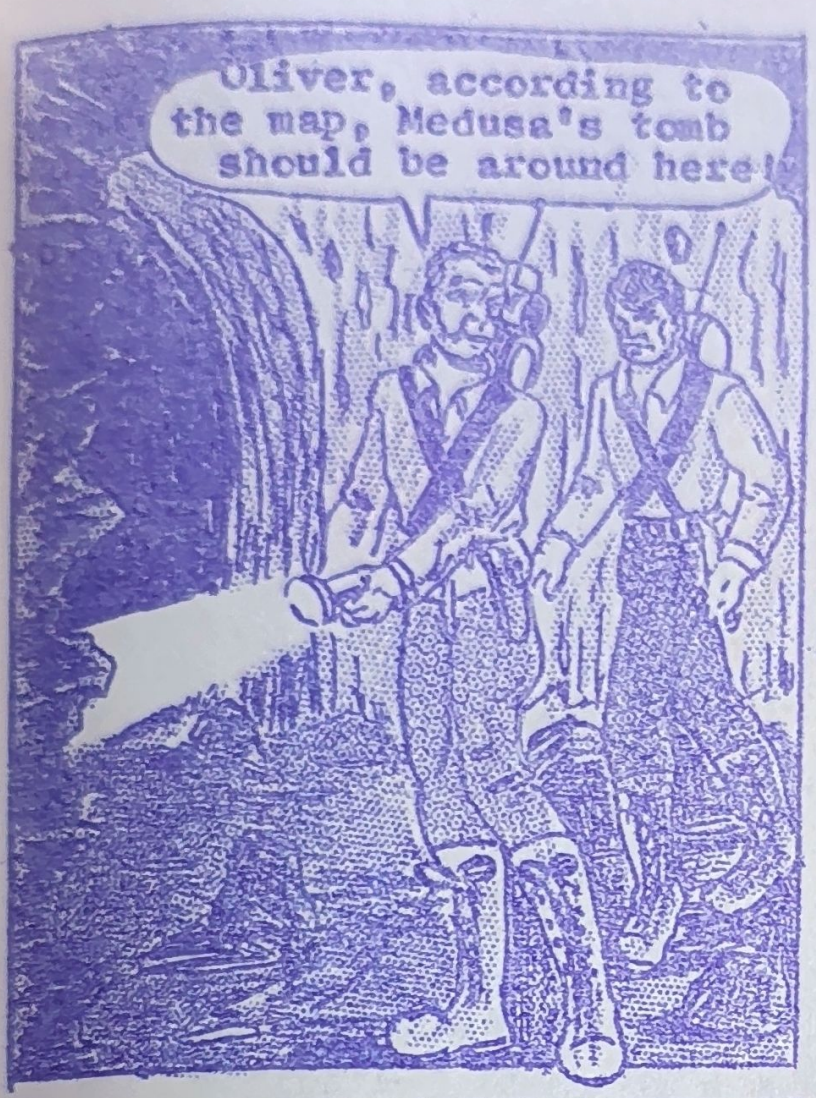
THIS IS ONLY THE FIRST OF MY CASES IN WHICH I WILL AID HUMANITY UNKNOWN TO THE VERY PEOPLE WHO HAVE PUT ME BEHIND BARS. I WONDER WHAT MY NEXT MISSION WILL BE.

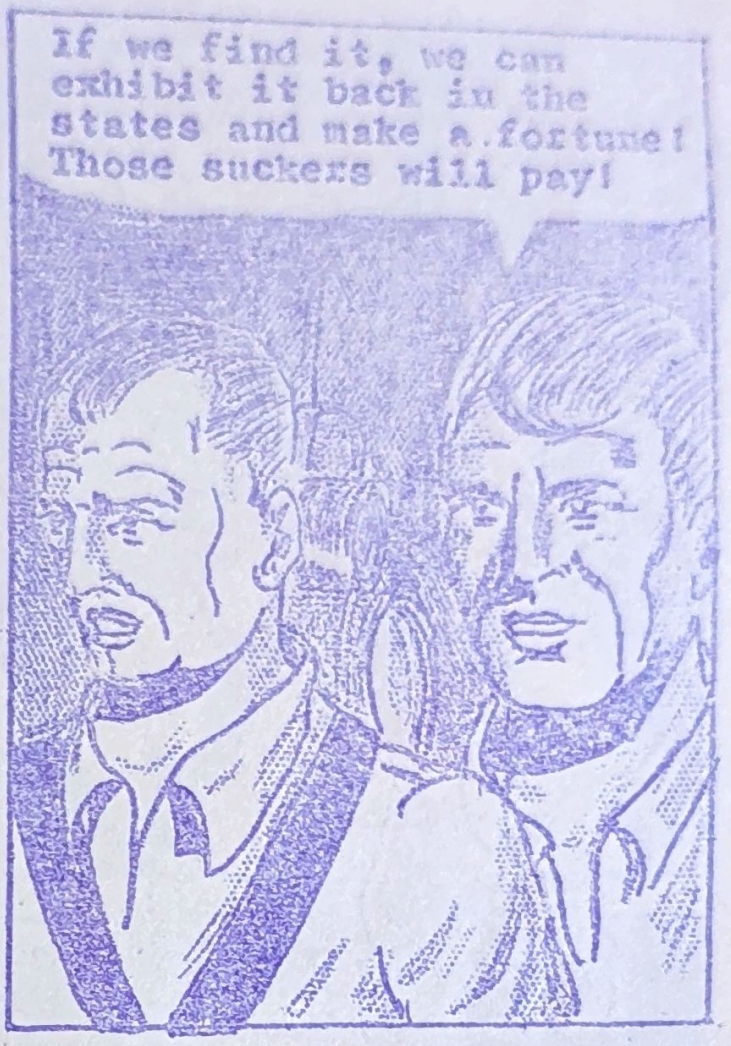
WHAT DO YOU THINK OF The Incredible Brain? WRITE SUPER ADVENTURES AND TELL US.

MARVIN WOLFMAN
142-18 59 AVENUE
FLUSHING, NEW YORK
11355

Medusa- one of the three Gargon sisters. SHE has the ability to turn anyone who looks at her to stone. Witness what happens when 2 con men find her tomb in...THE CURSE OF MEDUSA.
Good Grief! Medusa is turning Henry to stone!
MARVIN WOLFMAN

STORY AND ART by MARVIN WOLFMAN


Oliver, according to the map, Medusa's tomb should be around here!


If we find it, we can exhibit it back in the states and make a fortune! Those suckers will pay!

Oliver, there it is!
Careful Henry, don't look at her!

Judging from the Geiger-counter, this is as hot as...
Oliver look here-writin
2

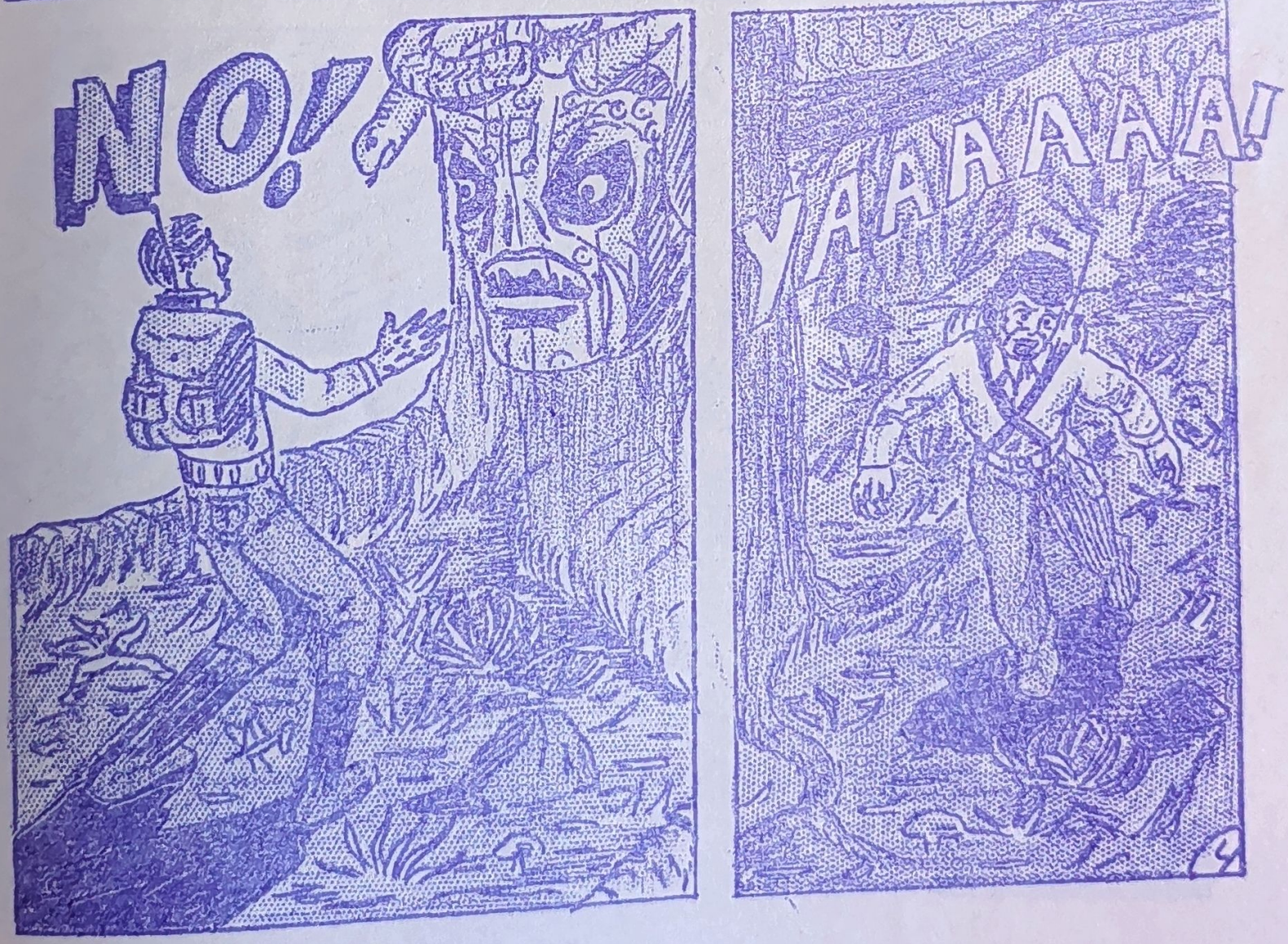
It says, "He who finds the tomb of Medusa know that you are doomed!

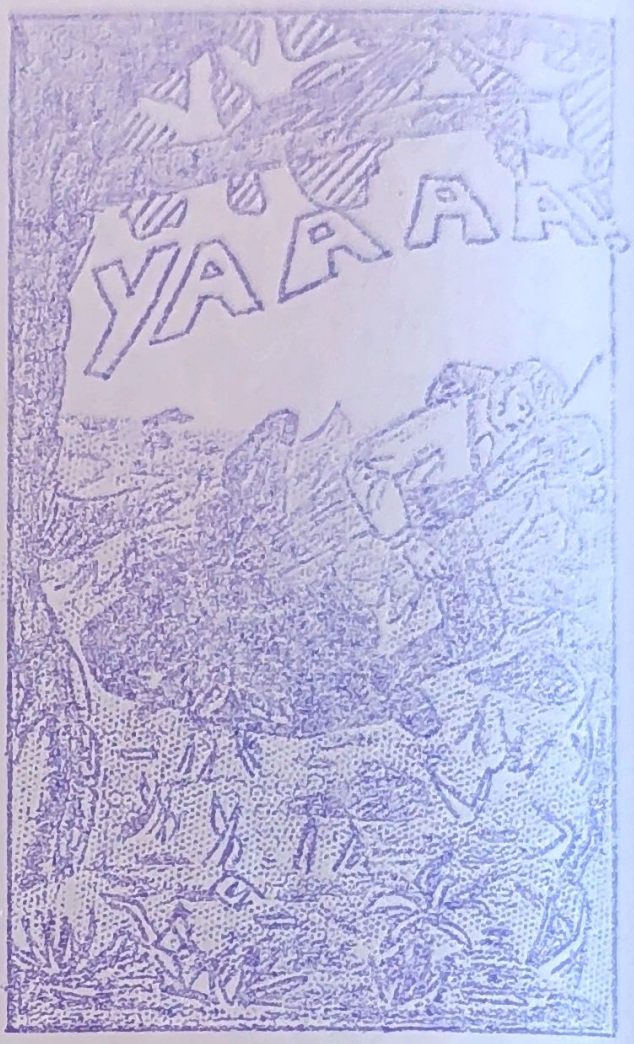
Hah! Don't worry about that junk. C'mon, we gotta make some money on this!

Yeah! I was foolish to worry Let's ....

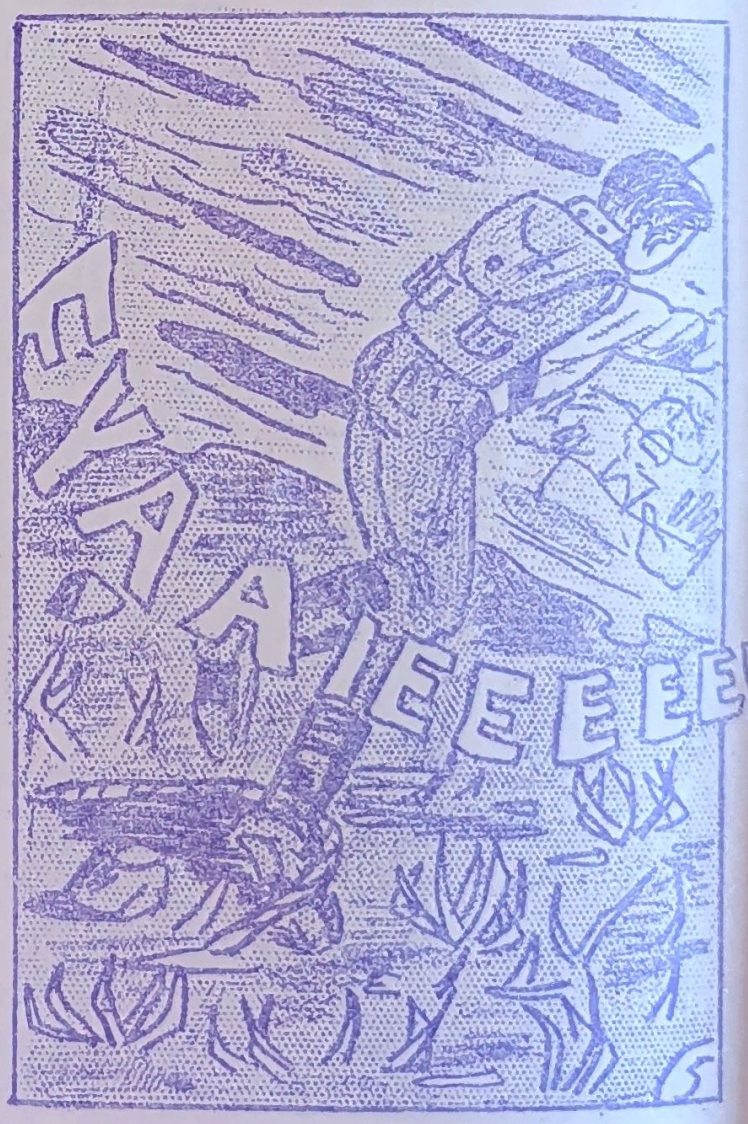
My God! He-He's b-been turned to stone. I'd better get outa here!

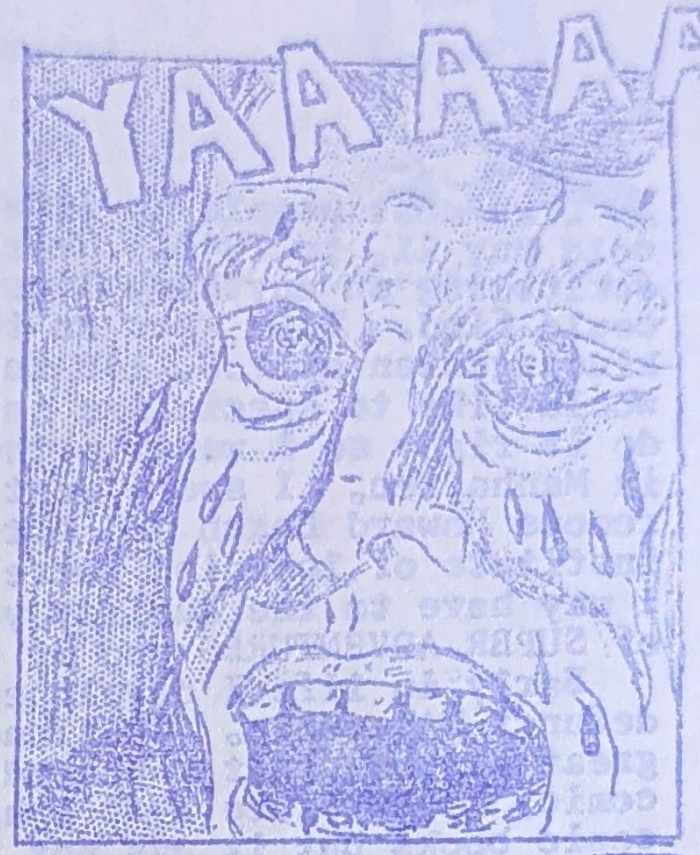
EYYAAAAIEEEAAi!

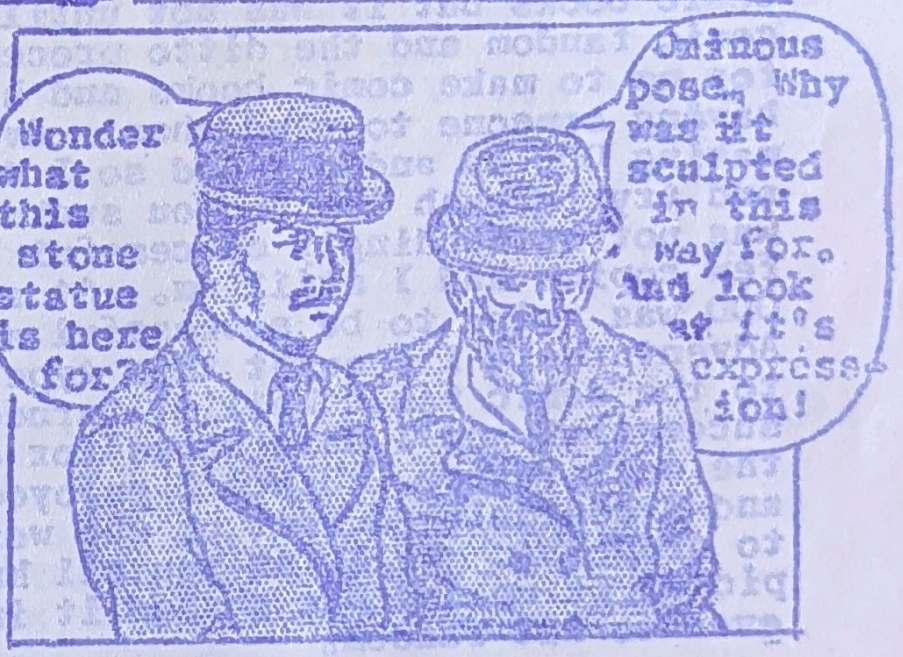

NO!
YAAAAAA!


YAAAA

NO!!!
Stay away!!!


EYAAAIEEEEE!


YAAAAA!


Wonder what this stone statue is here for?
Ominous pose. Why was it sculpted in this way for. And look at it's expression!

Very odd expression-very odd!
The END

Autobiography of Dave Herring

Like most people my life started at birth. It was on a cold May 11, in 1946. Ever since that date I have been scribbling on anything I could find with any instrument I could find. This went on through my eight years plus kindergarten at P.S. 146 in Howard Beach. I decided I would like to specialize in scribbling and learn how to do it right so I went to the High School of Art and Design in Manhatten. I spent most of my time commuting between remote Howard Beach and Art and Design. It was at that institute of learning where I developed what little talent I may have to the quality you find in these precious pages of SUPER ADVENTURES and my own zine, ODD.

Early in life I developed a deep interest in the now defunct MAD comic. Thislead me to try and duplicate the great artwork that appeared in that periodical in my own comic. Ever since 1954 I have been attempting to make comic books but it was not until 1964 when I learned about comic fandom and the ditto process. Here was an opportunity for me to make comic books and have the satisfaction of having someone to read them. Ever since 1957 I have been making ODD on and off and so I decided to print many copies and try to push 'em to you suckers, er I mean readers. I was not astoundingly successful but I did manage to sell a few copies and I still am. At a point when I didn't think ODD was going to be successful at all I created Super Adventures. I thought this type of zine would appeal more to the comic fan. Well it turned out that ODD was pretty successful and I have hopes for even greater success in the near future. Since I enjoyed making ODD more than S.A. and I couldn't do most of the work for both zines I decided to drop S.A. Well, as you all know now, Marv Wolfman has picked it up and has shaped it into the greatest fanzine ever to hit fandom.

At about the time I decided to drop S.A. I had graduated from A&D. and was about to start going to Pratt Institute in Brooklyn. The art school of course. Well after two weeks of making clay rectangular solids, drawing ugly old nude models and ugly old buildings on campus and spending 6 or 7 hours a night on homework, I had had it. After leaving Pratt I spent a few glorious months sleeping till noon every day and working on ODD. Now I have moved away from old Howard Beach and am living in old Natick, Massachusetts.

Now I am working as a copyboy for a Boston newspaper and I hope to eventually get in their art department. I spend most of my time commuting between remote Natick and Boston.

MARV- MY LIFE HASN'T BEEN LONG ENOUGH TO TAKE UP A WHOLE PAGE - DAVE

(MAINLY I'M TOO LAZY TO WRITE ANYMORE)

MY AUTOBIOGRAPHY

Alan David Gold (1947-), cartoonist, versifier, loafer.

Schools: P.S. 115, Bronx.; J.H.S. 79, Bronx.;

The High School of Art and Design, Man.; Hunter College

in the Bronx--where do you think it is? Hobbies:

stuffing water buffalo and inventing alphabets. Currently

gainfully employed as a rabbi in Saudi Arabia.

(Ed note) For those who do not quite understand what happened, I'll explain it to you. Alan finked out on us. All kidding aside, Al is one of those who do not like to write autobiographys. I pleaded with him and he finally consented to do this one. When I saw Alan in New York City (we were going to Goldfinger-the movie) he gave me this. However, since you want to know what Al is like, I'll fill in what I know about him.

I met Al about 3 years ago. We both went to the same High School- Art and Design, along with Dave Herring. All of us were majoring in cartooning. Alan is an excellant satirist. In cartooning, he created many zany comic features such as Fauna, a satire on everything complete with talking rabits, centaurs and robot birds. He created Two Guys, a comic strip about some clod and his friend. In real life, the two were us- Alan and myself. Naturally because he drew it, he was the smaet one and all I read were comics. But I fixed his wagon, I created Steve Smile and the Ox. Bet you know who the dumb Ox was!

Alan started out in life interested in art. Through the able assistance of some teachers who delighted in tearing down the work without aiding him and putting very hard goals for him to reach, Al lost his interest. He then changed over to writing. Alan again is best when he does humorous work is writing. But again through the society we live in today, Alan tries to do serious writing, and he does it pretty well.

Alan has only done one other work for fandom. In FHC #7, he did the Incredible Brain. We at Super Adventures, try with all we can to get top art such as DOOM FROM THE DEEP. We are proud to have Alan among our artists. If you give the nod, perhaps I could blackmail him again and he'll do something for us.

La Finis

Name: Steven Sabo
Age:17

Weight: 142
Height: 6'

I was born in Michigan. I'm in my senior year of High School. I enjoy drawing, wri ting, and collecting comics. My other hobbies are swimming, some gymnastics, and archery. Off the subject is boomerang throwing.

My favorite comic strips are: Phantom, Tarzan, Prince Valiant, Blondie, Beetle Baily and Gasoline Alley.

My favorite books are: Tarzan series, John Carter, Tony Rogers, and a little James Bond.

My favorite comics are: All-Flash, Superman(early), Batman, Tim Holt/Red Mask. Nowadays my favorites are Batman, J.L.A., Hawkman, Sgt. Rock, and the Flash.

My favorite artists are: Sheldon Moldoff, Frank Fazetta, Murphy Anderson, Joe Kubert, Carmine Infantino, Joe Orlando, and Wally Wood.

My favorite fanzines are: Alter-Ego, Komix-Illustrated, Star Studdered, Masquerader, and ODD.

I think the comic most needing improvement is Superman. I'd like to see him as he started, super but not super-super-super.

Another word about next issue. We'll have a great Cosmic Ray story by the same team that made this issue a success- Marv and Dave. A new Brain story, a Mike Ring thriller and the Incredible Star. Also a detailed report on the comic situation in England. The second half of the Editorial and a special report on Comicdoms Academy by someone who used to be a head in the Academy. He now brings you the truth behind the false set up.

We would like to take this time to apologise for the fact that some of the information in this issue might be old. We had hopes to have this issue out by Jan 1 st. but we ran into delay. The information was given to us in Nov.

We would like to expand our letter section next issue. For that reason we ask for you letters. Agree or not, what do you think of this issue. We want the truth.

Contributions are welcome, but do not master anything and send it to us without checking with us first. We would not want you to waste a master and have us say we can't use it. If we deem it good enough for S.A.(were fussy) we will send whatever masters you need. If you want to write a story, please send a summation before sending the story. If that is impossible, please send an SAE-self addressed stamped envelope, and we will return it if we can't use it- Thank you.

THE GREATEST STORY TOLD or
The Story of my Life- by Marvin Wolfman.

Being born at an early age hampered my aim for instant success. At the age of two I actually understood why $E=MC^2$. However, because of extensive schooling and thoughtful guidence, my knowledge quickly drained out of my head and sunk to the lower depths of my toes.

At an early age I became interested in comics. I was about 6 at the time-I'm 18 as of last May 13. For you math majors, you can figure out when I was born. For the rest of you lowly peasents the year was 1946.

When I was young I decided to either become a nuclear physicist or a magician. I soon decided to become a typist. For those who have read everything up to now, I'm sure you know why I gave up that idea.

In the eighth grade I started my interest in art. It seems that we had to make some stupid things out of pipe cleaners. My design was Superman. For this I got a B+ so I knew what I was destined for.

Majoring in art in J.H.S. was a simple thing. I got in good with the vice principle and asked him a favor. When I decided to enter high school(actually I didn't decide it- the law said so) I thought I'd drive some people batty and try out for THE HIGH SCHOOL OF ART AND DESIGN. It was taking the entrance test for that school that I found the true profession I should head for...plagiarism. I hadda get into the school somehow.

In A&D I became an expert forger. Everytime I got back a test I took with the teachers comments, I practiced the handwriting. It was through this practice that I became renowned. I am the only person on Earth who can write the letter F in 57 different handwritings.

In A&D I majored in cartooning(doesn't show does it?) and advertising-I had to get that streak of dishonesty out ofme somehow. While in Cartooning I met Alan Gold who was pretending he was a human puppet with strings on him. In lunch period I sat next to Dave Herring. For three months I thoughtDave was a manikin of someones-you see, Dave didn't say anything during lunch. One day Dave stuck a copy of ODD in my eyes and that became the start of my fandom friendship with Dave. Later Dave proved that he was able to talk and we started talking about different kinds of fanzines. I showed him RB-CC and others.

But enough of that and back to me. I intend to become the most famous humorist since Lenny Bruce. I also want to become a millionaire so I'm gonna do it legit. I recently copyrighted a mag called the POOB. You can buy it for 25¢. If I manage not to get sued or something, I intend to try to peddle him off on some big company or something-after I perfect him through fandom. I also intend to edit SA as long as Dave wants me to...and after this comes out, you'll probably have a new editor next issue. No more-end

A VISIT WITH THE COMICS CODE

I am quite sure that most of you readers know most of the facts behind the comics code. Several weeks ago, I visited Mr. Leonard Darvin, the executive secretary of the code and had a two hour discussion of the code and many of its beliefs.

Before I begin the actual talk of the visit, I'd like to announce that the code has published a book entitled, "Americana in four colors." This is a 63 page soft cover book describing the code and many aspects of it. It can be ordered from the code for one dollar. Another booklet is also distributed by the code. This booklet is the bare facts about the code, the history of comics and other interesting items. This also can be sent for by writing: Comics Magazines Association of America, Inc. 300 Park Avenue South New York 10, N.Y. This booklet is called Facts behind the Comics Code. I believe that there is no price.

One of the first questions I asked about the code was what it thought of the article in the New York Herald Tribune of Nov. 3, 1963 entitled Whap! Wham! Pow! Blam! Thud! This was written by Dr. Hilda Mosse. To sum up its contents, the article began by saying that comics were still as bad as they always were. It attacks the code and says that they do not do anything to eliminate the "The number of harmful comics books available to children." The authoress goes on to explain that she knew a boy who was sent to her because he exhibited ,"Extreme aggresion and explosiveness." She somehow ties it in with comics and again proves how terrible comics are. She states that even though the women in comics are fully dressed, they are still the, "...hateful, sadistic creatures." She takes the story, Death Trap that appeared in a romance book that features a nurse with three gangsters. One of the gangsters is holding her while another yells..."She killed me! Get her!"

When I asked Mr. Darvin what the code felt about this article, he showed me a letter they wrote to the Tribune. The letter says that the article maligns the comic industry and mis represents the code. It mis uses the seal(the seal was placed in the beginning of the code as to give the impression that the code approved the article). It uses falsehoods and takes things out of context. The three nurses story Death Trap , the nurse was brought just to help the gangster because he was shot. This of course is the correct thing to do since the nurses oath says they must help anyone. Mosse on the otherhand puts it in such a way that it seems that the nurse is part of the gang. On top of the article, there appeared several pictures. These were blown up and distorted to show more of the woman in it than was shown in the comic. While something might look indecent fully drawn in the large size, this wasn't as bad when reduced.

Mr. Darvin said that the article was contrary to the views of the authority and that this type of critisism could endanger the code.

There were no doubts in Mr. Darvins mind that Miss. Hasen was in the stable of Dr. Wertham. The article according to Mr. Darvin does not give the code credit for the work it has done. The code has been an achievment of self-regulation.

If someone would like to attack the code, it should comtact the code and have debates about what is wrong. If enough important people say that the code is worthless and the public believes it, why should the publishers in the code spend money trying to keep it going.

Since the code was established, there has been only one change- the clause about no concealed weapons has been added and no advertisments about rifles is to be included in the book.

When I asked about the cases in which criminals escape from the heroes, Mr. Darvin explained that with a super hero or the like, the villian can escape because he is usually punished in some way and that they need the character for future issues. Also in the case of the super hero, most of the time the only crime is beating the hero up or something of that kind. Since the setting is placed in such an impossible situation, liberties are sometimes granted. If however, it is realistically done, the villian must be put in jail.

With the question of gun play in war comics, the answer was that gun play dealt with crime. It is inconceivable to have no gun play or violence in war comics. However one correction was made. Believe it or not, one of the major companies had a scene with a captured Nazi on the floor. The Americans had a bayonet on his throat and someone was kicking the Nazi. This was considered in a sadistic vain and was eliminated.

Another recent correction was in a funny comic in which the boy was trying to shock a friend and the comic showed how to set up a shock by placing wires on the door and having pools of water. This was also eliminated.

Even if the code does not approve a story line or some thing about story, it will still pass if it does not violate the code. The CCA is not willing to have outside censorship. They feel that they do not want somebody else stopping comics. What many fans do not realize is that the code is a self regulatory system. It was created by the industry not somebody else. In other words, the companies wanted the code.

Mr. Darvin hopes that the code will continue to operate and that other publishers will enter it. On June of 1963 after Gold Key came out, this announcement was published in their newslatter called C.M.A.A. Newsletter.

"We have been able to carry out the program of the association as long as we comprised 90% of the industry. But now that is changing, for as you know, another major publisher is entering the comics field. Should this company fail to join the association, our relative strength will not only be diminished further, but could very well be the beginning of a fatal breach in the structure we

built. As Lincold said,'a house divided against itself cannot stand.' "

As most people know, the code celebrated its tenth anniversary in October of 1964.

Each year the code checks through every comic published- even if it doesn't belong to the code. In 1963 there were 1049 books checked. In 1962, 1047. These are code approved books. It might be of interest to list the different books checked and the corrections on both years.

Book Type	(1963) Revised	(1962) Revised
ADS	13	9
ADVENTURE	24	12
ARMED FORCES	14	7
DETECTIVE	0	0
FANTASY	44	44
HUMOR	6	4
ROMANCE	46	40
SATIRE	0	2
SCIENCE FICTION	5	2
RELIGION	2	0
TEEN AGE	14	5
WESTERN	18	13
	186	138
	The above includes 33 covers revised.	The above includes 22 covers revised

I would like to say that I believe that code is a very important factor in the comics today. Many people do not realize that the code is the only thing that is keeping comics today from getting the black name it did 20 years ago. Even if you do not believe the code should exist, we must remember that we do not want to go through another 1954 with senate hearings and publishers getting out of business. It is very important that the code has backing before other publishers come into the market and again produce the same type comic that got the industry the bad name it did.

When Creepy came out, it appeared as a magazine. If it became a comic, it would bring in many publishers who are just waiting to again bring much of the trash back of yesteryear. If Creepy remains a magazine and stays in the magazine shelf away from comics, there will be no problem and the comic will not be affected. The code is a self regulatory system and is put out by the publishers with their combined expence. The various companies hope that what happened in the mid fifties never happens again. If it does, it could mean the end of comics. So even if you are against the code, we must see that it stays as the industries self censor. As Mr. Darwin said, if outside parties get in control the first thing that would happen is that there will be a big book burning. The first thing a governmental group or private group would do is to go all the way to eliminate the blight and censor all comics. As a self censor, the code lets the comics ha ve as much free rope as it can without going against the principles of decency.

The End.

Comments on this article would be appreciated. Please send them to Marvin Wolfman 142-18 59 Avenue. Flushing, N.Y.

INTERVIEWS WITH BILL HARRIS OF GOLD KEY AND
RUSS JONES OF CREEPY MAGAZINE

Early in Nov. I called up James Warren,publisher of CREEPY magazine, the new horror comic, and asked for an interview. He had said if he could find time, he would answer some questions on a certain day. Since I was going to the comic code, I called up Warren to see if I could meet him. Unfortunately at the time he was out(he really was). When that fell through, I decided to see Bill Harris the editor of Gold Key comics.

I went up to their office, which happens to be the building right in back of National Comics. Up to the correct floor and I went to see Mr. Harris.

We went in his office and I noticed comics lining the book cabinets from all different publishers. There was a Shield-Wizard comic-#8 also present.

Several minutes later, Russ Jones the editor of Creepy came in to visit. I sat back and listened to their conversation. Through their talking, and an occasional question from myself, I picked up alot of information that might be of interest.

Bill Harris mentioned that Gold Key will be coming out with a horror comic called,"Ripley's True Ghost Stories." It will be dated March-April. The cover will feature a real honest to goodness mummy. It's a photo. The artists will feature some real greats: Al Williamson, Frank Bolle and others.

Starting with the second Creepy, they are going to have a special feature with guest artistsfrom the newspapers and other media. The feature will be called Creepys Lothsome Law. If Creepy is successful, there might be a companion magazine.

Wally Wood(Mad, Daredevil) is going to be doing a war comic for Gold Key. It features a four man squad. From what Bill Harris said, it sounds something like a good Blackhawk group.

James Warren of Creepy will be comigg out with a war magazine soon. All the artists will be the same as the old EC war artists. The next Creepy will be out the latter part of January. The S-F story will be I-Robot- an Adam Link story. The cover will be done straight this time and by Frank Frazetta.

In the Phantom(which has gone bi-monthly) #12, the story features some guy who claims to be king of the jungle fight our Phantom. In Phantom #13 is the story of the 13th Phantom.

Mighty Sampson number 2 will be out soon and number 3 is almost finished.

Dr. Solar(also bi-monthly) will feature a story about Solar splitting himself into about 8 parts to be several places at once. Another Solar has him for the first time fighting monsters.

In a future Twilight Zone story, the illustration on top of their text story on page 12 will be done by Mel Crawfords(the artist) son. The boy is in High School.

On the humorous vain, Gold Key produces the comic book in the Cap'n Crunch breakfast food. The comic is edible because it is printed with fruit coloring. That certainly is a novel way of storing comics.

The next Creepy will have a letter page. When I asked Russ Jones on how he got into the business, and after saying that it was just a side line to stealing hub caps, he told me vaguely that he just came up in the world from drawing comics.

Bill Harris has a more inspiring story. It seems that he needed a job and his friend told him about this one-so he took it(Maybe that's the secretof success- now I want to be a used car salesman, I certainly become an artist or something).

Both men are very young for it would seem it would take more time to arrive at the ability they have now. But I guess that in some cases the age doesn't matter. Both are doing very good jobs right now. I hope that they continue in the comic field and wish them continued success.

AN INTERVIEW WITH JULIUS SCHWARTZ

For the millionth time, I visited National Comics, but this time it was to see the editor of:Flash, Green Lantern, J.L.A. Hawkman, Atom, Batman and Detective Comics- Julius Schwartz.

I thought it might be interesting to find out what Mr. Schwartz does as an editor. I found out that he:plots all the stories, discusses the story with the writer, thinks up the covers, when story is returned to him he edits it. He also then choses an artist. He gives it to the inker and then gives it to the printers. After he gets a silver copy back, he checks for colors and it is proof read.

Some future books on the market.

In March and May Showcase, the two JSA heroes are featured. All the art is by Murphy Anderson.
Atom 18: Hole in wall lawmen. Batman 170 features a new logo. Detective 327: Deep Freeze Menace. Hawkman 7 Attack of the Crocodile -Men. Justice League- Deadly Dreams of Dr. Destiny. Alsoa new Secret Origins annual. This one features in the order of the cover: How the JLA got started. Aquababy to Aquaman. Flash's Masked Identity. Robin the boy Wonder. The Atom(the telephone number Atom is on is Nationals phone number. Last is Superbaby to Superboy to Superman.

Mr. Schwartz has a high regard for fandom and would like to see it grow. However, when it comes to who or what should the artist or type of stories be, he feels he is not only catering to the minority in fandom, but also the majority of readers who do not know or care about fandom. On the outside Mr. Schwartz looks gruff, but when you get to talk to him, you see he is a very nice person.

WHAT'S WRONG WITH COMIC FANDOM
An editorial by Marvin Wolfman

Comic fandom has many serious faults. If we are to analyze all of them it would take up a much larger editorial than presented here. Because of space limitations, the article will cover two issues. The first part will deal with the views of fandom on pro-comics and the fans views of art. The second part will be a constructive guide to improve fandom as a true medium of the comic fan.

It seems to many people in fandom that they have complete say over the opinion if a comic is or isn't worth the paper it's written on. Wonder Woman, Sea Devils, Aquaman and other D.C. comics, most Charlton, some ACG comics and some others from other companies have been called trash. Some artists are considered worthless and can't draw for beans. Who are these critics? These people usually have a minus ability in writing and/or art. When I mentioned to Julius Schwartz about the majority of fandom not appreciating Mike Sekowsky's artwork, he said,"Who's fandom?" What he went on to explain was that just because a certain amount of people believe Mike is bad doesn't mean anything because more believe he's good. He asked me whom I liked better between Bob Kane and Carmine Infantino, when I said Carmine, Mr. Schwartz said he received many letters saying they can't stand his artwork but adore Bob Kane's.

In my round about way, I'm trying to get across the idea that just because some peoplethink Wonder Woman is wasted, it ain't necessarily so. I'm not defending WW because I personally don't care for the book, but I wouldn't say it was trash. If WW was not successful, you could be sure that the format would have been changed.

In another fanzine, I was shocked when I saw an ad saying that they have an article proving Stan Lee and Marvel was a much better company than D.C. No matter what Stan has produced(and he's done many great stories) Marvel will never outsell National. I am not saying that Marvel isn't as good, however it unfortunately appeals to less people than National's books do.

I'm not criticising the right of fandom to critisize a comic but to come out and say that Sea Devils stinks is beyondwhat should be accepted.

Superman is looked down at by fandom. I personally found that in the last year there have been more top Superman stories than Flash-Green Lantern type books.

On the art side of the problem, fandom has the habit of tossing around key phrases. the term "Chicken scratchings" has been coined to describe Mike Sekowsky's artwork. This is a definate smear at work that doesn't deserve it. Mike, and while I'm talking about it, Jack Kirby have both been criticisizedfor doing poor work. One must realize that if these men had time, they would probably produce comic masterpieces. Mike, aside from his J.L.A. work does work for Gold Key and Dell with Progman, Voyage to the Bottom of the Sea, Twilight Zone and Boris Karloff.

Jack does the F.F., Cap. America, X-Men, Thor, Tales of Asgard and all Marvel covers. On the other hand, Murphy Anderson just does Hawkman. Carmine Infantino does Flash, Elongated Man and a couple Batman story. Gill Kane does G.L. and Atom. Is it any wonder that these three artists show so much more ability in their books? I will say that given one month to draw one book, it is probable that Murphy, Carmine and Gill Kane would still have better work, but Mike and Jacks work would be much much better than their current work.

It is quite unfortunate that some fans have stooped low enough to come out and say that these artists are just no good. I have seen some original art of both these men and I can easily say that in Jacks case the art is much better than what we see. Not only was it clean, but also the figures were in good proportion, something the finished product distorts. The problem here is that Marvel has a rotten printer. Witness the difference in Wally Woods art in Dare Devil and the current Boris Karloff story. The Gold Key art is much better only because the printing is better.

Another habit of fandoms is to choose only those artists who happen to draw comics they like. This years Alley ballots list only the artists of the so called great magazines. On the list is two artists while very good, do not deserve the Alley. Why isn't Curtis Swan, the Superman-Worlds Finest artist listed? Why isn't the very fine Blackhawk artist there? Since the Alley also includes funny comics, why not have Ogden Whitney on the ballot. I could name many more artists who are far superior to some of those listed. So why shouldn't they be there? Fandom insists on nominating the artists only if they happen to appear in a 'better' magazine. This is of course not a fair way of working. If someone in fandom was asked if Jack Kirby was better than Curt Swan, the answer would most likely be Jack. Even though Jacks art is rushed with impossible schedules, his final artwork is not equal to Swans excellent drawing(By the way, Swan also is on a very hurried schedule). This selective process of better book better artists has to be exchanged for better artist and no regard for book, company or contents. No one would say that a Charlton artist deserves an award simply because he works for Charlton. However the artist on Sarge Steel definately belonged on the list.

I would like to say that I have no intention of forcing my opinions on you. I just hope that you will judge for yourself what is of better quality despite what 'organized fandom' says. When I speak of fandom, I am not referring to the general members, only the so called leaders whose every word has to be correct because they say it is. If you insist that Wonder Woman is the best comic, you should have as much right to your opinion as someone who likes the Fantastic Four. If this editorial will make you think that Rip Hunter is better than Magnus or Solar is better than J.L.A., it will have served the purpose that it was set out to do.

It should be made possible for you to have your views heard and not just those of a few lucky fan editors. This fan magazine is devoted not to the rediculous organized fandom-the fee paying fandom, but to the readers who are being forced to believe what others believe simply because they are not in control or a leader in fandom.

I have stated here two things I find wrong with fandom. I am sure that there will be alot of letters against what I have said. I will state ~~now~~ thatif anyone sends me an attack or rebuttle on this editorial, we will print it here. If anyone reading this feels I'm wrong, I'd like your opinion.

Next issue we will have the conclusion of this article on what should be done to remedy fandom with a step by step guide. Also an attack on fee paying-organized fandom. After all, why should fandom pay the cost for Jerry Bails to have his collection microfilmed.

Again we will print your comments both good or bad on this editorial if you send them to:

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